

Old NVIC # Equivalent to New Task #	Old Course	TASK NO.	Category	COMMON ELEMENT	TASK & ASSESSMENT GUIDANCE	Not needed for ATB	Assessment Method	Existing compliance	Notes
A 3-A	Presentation 1	CE-A.3	Vessel Fam	✓	Identify and describe propulsion system DE: Have the mariner provide a brief description of this system, including the make and manufacturer of the main engine, horsepower, type of control system with any delays, number of wheels, number of rudders or alternate propulsion, and procedure to switch statins, if applicable		STAR Center	Presentation 1	
A 3-B	Presentation 1	CE-A.4	Vessel Fam	✓	Identify and describe steering system DE: Have the mariner provide a brief description of this system, including the type of system (electric, hydraulic, mechanical, etc.), types of steering controls (follow-up non-follow-up, auto pilot), time from hard-over to hard-over and emergency back-up systems. Have the mariner demonstrate the ability to switch modes and stations, if applicable		STAR Center	Presentation 1	
A 3-C	Presentation 1	CE-A.5	Vessel Fam	✓	Identify and describe auxiliary systems DE: Have the mariner provide a brief description of the electrical generating system(including emergency poser sources), compressed air and hydraulic systems, if applicable. Have the mariner describe the safe and practical use of these systems as prescribed by the company's operating procedures.		STAR Center	Presentation 1	
A 7	Sim ex 3	CE-A.9	Vessel Fam	✓	Use vessel's internal communications system or equipment DE: Have the mariner identify and use all internal communications equipment aboard the vessel.		STAR Center	Sim ex 3 and 4	
B 1	Sim ex 3	CE-B.1	Navigation and Piloting	✓	Describe the effects of tide or current on vessel's position		STAR Center	Sim ex 3	
B 2	Sim ex 1	CE-B.2	Navigation and Piloting	✓	Allow for draft and clearances in navigation of vessel DE: Have the mariner identify draft and calculate vertical clearance for a given overhead obstruction using required charts and publications. Have the mariner determine as accurately as possible underkeel clearance based on draft and information from all available sources (such as charts, maps, Notice to Mariners, local knowledge, etc.).		STAR Center	Sim ex 1	
B 6	Sim ex 3	CE-B.6	Navigation and Piloting	✓	Provide radio/whistle notice of getting underway DE: Prior to getting underway, have the mariner make a security call and any other required radio calls to traffic or VTS, as well as any whistle signals required by the Rules of the Road.		STAR Center	Sim ex 3	
B15	Sim ex 3	NCO-B.15	Navigation and Piloting		Maintain a heading using magnetic compass and gyro, if equipped DE: Using a magnetic compass, have the mariner maintain a prescribed heading within +1- 5 degrees, with minimum rudder corrections, for at least 1 mile. Have the mariner do the same using a gyrocompass if the vessel is so equipped.		STAR Center	Sim ex 3 and 4	
C 2	Sim ex 2 and 4	CE-C.2	Watch-standing	✓	Use a compass or swing meter (as applicable) DE: For the compass, give the mariner a true course to steer. Have the mariner apply variation and deviation to find the magnetic course to steer. For the swing meter, have the mariner maintain the sailing line for 2 miles.		STAR Center	Sim ex 2	
C 8	Sim ex 3	NCO-C.8	Watch-standing		Monitor movement, ride and stability of tug DE: Have the mariner describe the factors that affect the ride and stability of the tug, taking into account trim, heel, towline length, wind, sea conditions, and familiarity with vessels stability letter. Observe the mariner's responses to these conditions to ensure safe navigation of the tug.		STAR Center	Sim ex 3 and 4	
C11	Sim ex 3	NCO-C.13	Watch-standing		Take appropriate action in response to changing weather and sea conditions DE: Have the mariner describe the actions to be taken in changing weather and sea conditions. While underway, ensure that the mariner makes the necessary adjustments to the vessel's course, speed, and tow wire/hawser to ensure the safe operation of the vessel and tow.		STAR Center	Sim ex 3	
D 1	Sim ex 1	CE-D.1	MANEUVERING	✓	Maneuver light boat - maneuvering ahead DE: Have the mariner demonstrate the ability to safely maneuver the vessel while operating on a prescribed route, at a designated speed, between two points.		STAR Center	Sim ex 1	
D 1	Sim ex 1	CE-D.2	MANEUVERING	✓	Maneuver light boat -maneuvering astern DE: Have the mariner demonstrate the ability to safely maneuver the vessel astern for a prescribed distance or time sufficient to demonstrate his/her ability to maintain control of the vessel.		STAR Center	Sim ex 1	
D 1	Sim ex 1	CE-D.3	MANEUVERING	✓	Maneuver light boat - reverse heading or direction DE: Have the mariner demonstrate the ability to safely slow the vessel to a safe speed, reverse direction within two boat lengths, and establish a reciprocal heading or direction.		STAR Center	Sim ex 1	
D 1	Sim ex 1	CE-D.4	MANEUVERING	✓	Maneuver light boat - maneuvering with and against the current DE: Have the mariner demonstrate the ability to safely maneuver the vessel around a designated point with and against the current. Have the mariner point out the actions he/she is taking to account for the effects of current on the vessel.		STAR Center	Sim ex 1	
D 1	Sim ex 1	CE-D.5	MANEUVERING	✓	Maneuver light boat - landing DE: Have the mariner demonstrate the ability to safely maneuver the vessel around a designated point with and against the current. Have a mariner point out the actions he/she is taking to account for the effects of current on the vessel.		STAR Center	Sim ex 1	
D 5	Sim ex 1	NCO-D.9	MANEUVERING		Dock and undock light boat		STAR Center	Sim ex 1	

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E 1-G	Sim ex 3	CE-E.7	RULES OF THE ROAD	✓	Properly lighting towing vessel and tow for different towing modes DE: Have the mariner describe the Rules of the Road for lighting in different modes of towing (towing while pushing ahead, towing astern, and towing alongside) as applicable to the vessel's operation. Have the mariner set the running light for the towing configuration being observed.		STAR Center	Sim ex 3	
E 3	Sim ex 3	NCO-E.10	RULES OF THE ROAD		Transition from International (COLREGS) to Inland Rules of the Road (and vice versa) DE: Have the mariner explain the differences between international and inland Rules with respect to lights and sound signals. Ensure that the mariner makes a necessary changes when crossing the Line of Demarcation.		STAR Center	Sim ex 3	
New Task	New Task	NCO-D.16	MANEUVERING		Maneuver through bridge DE: Have the mariner explain the Rules of the Road for a meeting situation, including pertinent sound and light signals and radio communications. In an actual meeting situation, confirm that the mariner has complied with the Rules of the Road in a timely manner, taking into account prevailing circumstances and conditions.		STAR Center	Sim ex 3	New task, not required for old TOARs completed before March 24, 2019
New Task	New Task	NCO-F.13	Safety and Emergency Response		Tripping/Girding DE: Have the mariner describe the condition of tripping/girding and the actions to be taken to avoid or respond to such a situation. The mariner should give a thorough explanation of the dynamics involved, especially in adverse weather conditions. The mariner should describe the different handling characteristics of a loaded tow vs. light tow, the effect of trim, and how tow wire length affects control. In the case of tripping/girding at sea, the mariner should explain how direction and speed could alleviate the situation.		STAR Center	Presentation 2	New task, not required for old TOARs completed before March 24, 2019
Old task D2 not equivalent to any new task but Sim Ex 3 complies with this new task	Sim ex 3	CE-D.6	MANEUVERING	✓	Maneuver tow in high wind DE: Have the mariner describe the effects of a crosswind on the vessel and tow and explain how to compensate for these effects in maneuvering the vessel. Have the mariner maintain a steady course and speed for at least 1 mile with a tow, in a crosswind of sufficient strength to affect the safe operation of the vessel.		STAR Center	Sim ex 3	
		CE-D.7	MANEUVERING	✓	Make tow	Not needed for ATB	STAR Center	Sim ex 1	
		CE-D.8	MANEUVERING	✓	Break tow	Not needed for ATB	STAR Center	Sim ex 1	